

**GAME BOY ADVANCE**

AGB-BIAE-USA

# ICE AGE 2

THE MELTDOWN



**INSTRUCTION BOOKLET**





**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.



## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

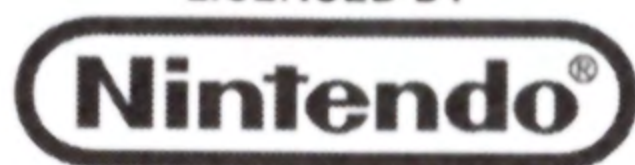


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# ICE AGE 2<sup>TM</sup> THE MELTDOWN

## TABLE OF CONTENTS

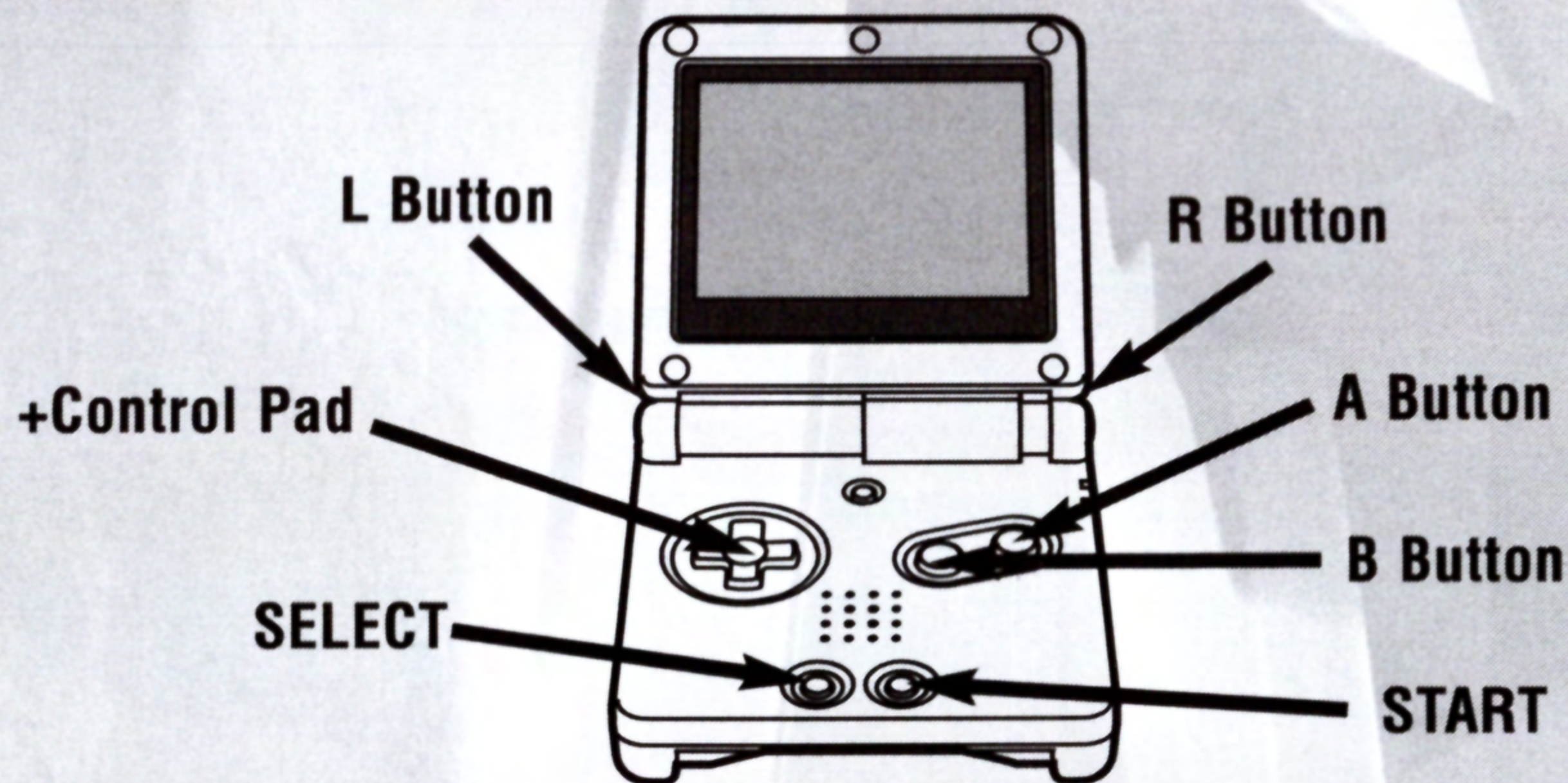
Starting the Game. . . . .	2
Game Controls . . . . .	3-4
Introduction . . . . .	5
Getting Started . . . . .	5-8
Playing the Game . . . . .	9-14
Credits . . . . .	15-16
Customer Support . . . . .	18
License Agreement . . . . .	18



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# STARTING THE GAME



1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is ON.
2. Insert the *Ice Age 2 The Meltdown* Game Pak into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the power switch.
4. The Legal Screen appears, followed by the introduction sequence.
5. When the Title screen appears, press START to advance to the Main Menu. (pg. 6)



# GAME CONTROLS

## SCRAT RUSH

CONTROL	ACTION
<b>+</b> Control Pad	Move Scrat Left and Right
<b>A</b> Button	Lunge / Bounce
<b>B</b> Button	Jump (Press in the air for double jump)
<b>L</b> Button	Slide. Knocks down smaller obstacles and enemies
<b>R</b> Button	Slide. Knocks down smaller obstacles and enemies
<b>START</b>	Pause / Pause Menu
<b>SELECT</b>	Not used





## PUZZLE-ADVENTURE MODE

CONTROL	ACTION
+ Control Pad	Move Manny, Diego or Sid
A Button	Action Button (Context sensitive. See page 12)
B Button (Press and Hold)	Press and hold to freely look around current map
L Button	Swap character
R Button	Swap character
START	Pause / Pause Menu
SELECT	Stranded Animals Menu

## BOSS BATTLES

CONTROL	ACTION
+ Control Pad	Left/Right rotates raft – Up/Down paddles forward and backward
A Button (Press and Hold)	Manny's trunk spray
B Button	Diego's forward claw attack
L Button	Reverse
R Button	Forward
START	Pause / Pause Menu



# INTRODUCTION

The Ice Age is coming to an end! The ice dam is melting, and a pair of sinister aquatic reptiles—Maelstrom and Cretaceous—have shown up to speed things along. Take control of three unlikely friends—Manny, Sid and Diego—and guide them through a series of unique puzzle-laden environments to rescue stranded animals. In between these levels, you can help Scrat collect all of his acorns in special high-speed Scrat Rush challenges.

Manny, Sid and Diego start the big migration of mammals from “The Waterpark” to the far end of a wide valley where a fallen sequoia tree serves as an escape for the fleeing population. Along the way, the trio meets another mammoth, Ellie, and her two mischievous possum “brothers”, Crash and Eddie, who decide to join in the adventures.

## GETTING STARTED

### TITLE SCREEN

Insert the *Ice Age 2 The Meltdown* Game Pak into the Game Boy® Advance and turn on the system. Press **START** on the title screen to begin the game.



## MAIN MENU SCREEN

To select one of these options, push Up or Down on the **+Control Pad** and press the **A Button**:

**NEW GAME:** Start a NEW GAME.

**CONTINUE:** Choose a previously SAVED GAME to play.

**OPTIONS:** Go to the OPTIONS menu.

## NEW GAME

1. Use the **+Control Pad** to select a save slot and press the **A Button**.  
If the save slot already contains game data, you will be asked if you wish to erase the old data. Choosing NO or pressing the **B Button** will allow you to select another save slot. Choosing YES will clear the slot.
2. Select a creature's portrait to represent your save slot by pressing Up or Down on the **+Control Pad** and pressing the **A Button**. This will take you to the Level Select menus.

## CONTINUE

1. Use the **+Control Pad** to highlight the slot of a previously saved game.
2. Press the **A Button** to select your previous game.
3. Once on the map screen, use the **+Control Pad** to choose which world area you wish to explore and press the **A Button**. This will take you to the Level Select menus.



## LEVEL SELECT MENUS

1. The Level Select screen gives you access to any unlocked adventure levels in the selected world area, as well as the Scrat Rush levels and the Boss levels (assuming all other levels have been completed).
2. Use the **+Control Pad** to move around and select any available level to enter. Levels must be completed in chronological order, however, so you aren't allowed to jump ahead, but you may replay previously completed levels.
3. The time code below each level number indicates your best level completion time.
4. Press the **B Button** to back out of this Menu.



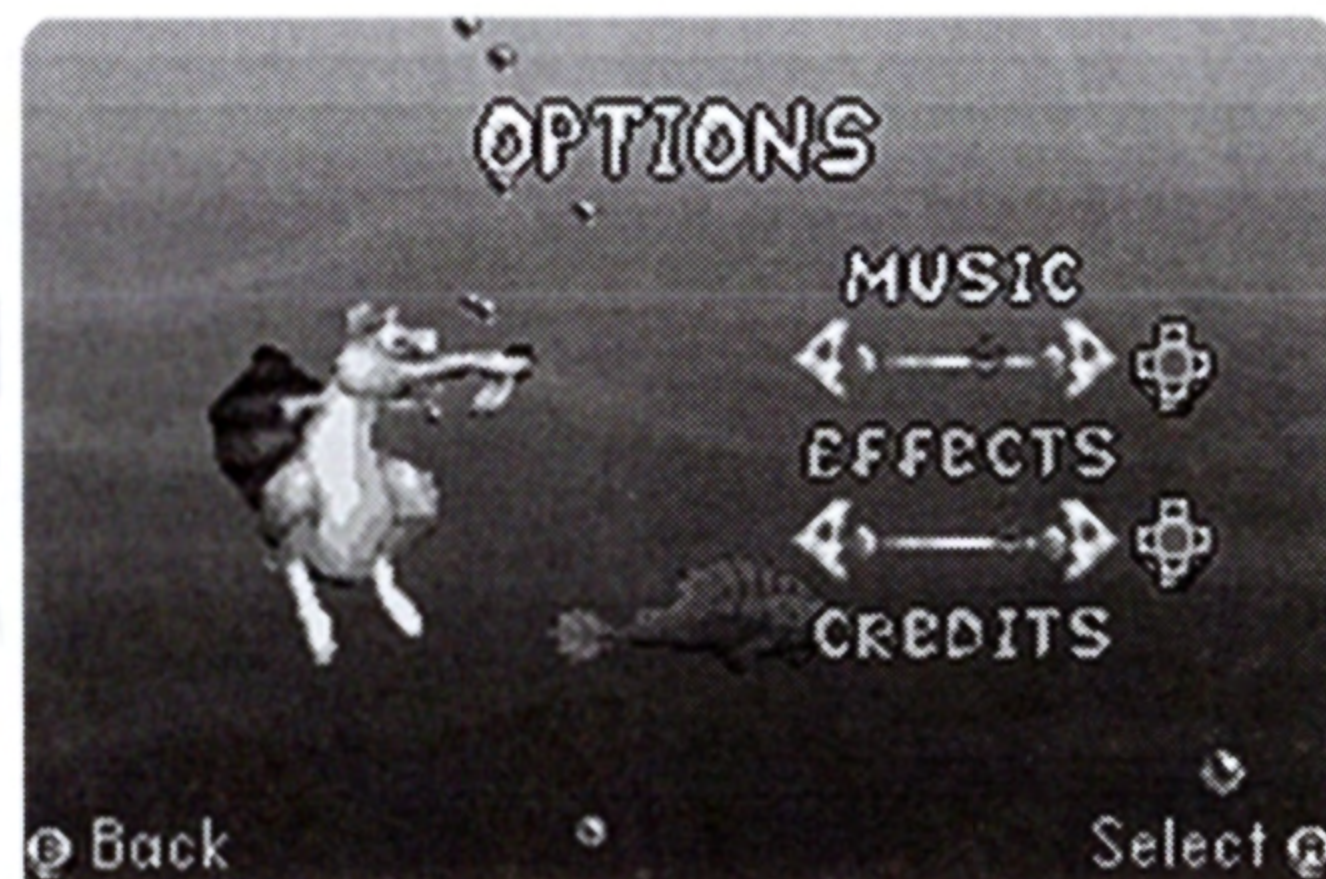


# OPTIONS MENU

## TO ADJUST GAME OPTIONS:

1. To adjust the music volume, highlight the MUSIC option by using the **+Control Pad**. Once MUSIC is highlighted, press left on the **+Control Pad** to decrease the music's volume and right to increase the volume. The slider will adjust accordingly.
2. To adjust the sound effect volume, highlight the EFFECTS option by using the **+Control Pad**. Once highlighted, press left on the **+Control Pad** to decrease the volume and right to increase the volume. The slider will adjust accordingly.
3. To view the game's credits, use the **+Control Pad** to highlight CREDITS. Press the **A Button** to view the credits.

At any point, press **B Button** to back out of the credit sequence and return to the previous step.





# PLAYING THE GAME

## SCRAT RUSH

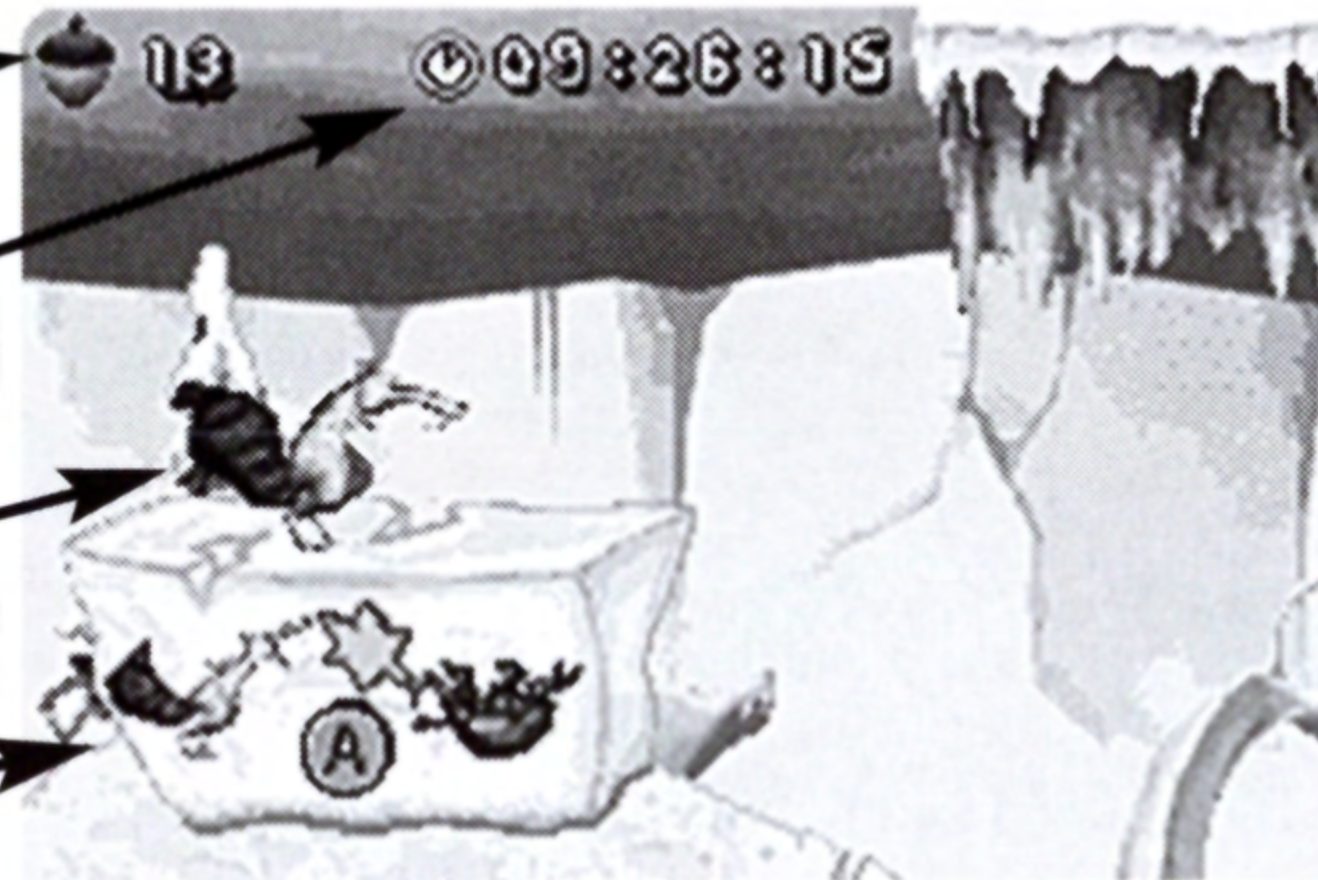
After beginning a new location on the world hub, players first control Scrat in a high-speed, side-scrolling mini-game: Scrat Rush. The goal is to get Scrat to the end of the level while collecting as many acorns as possible. An indicator in the HUD keeps track of how many acorns Scrat has. A bonus multiplier counts the amount of acorns Scrat has at the end of the level. The more acorns the player has, the higher the bonus.

**Acorn Count**

**Time Remaining**

**Scrat**

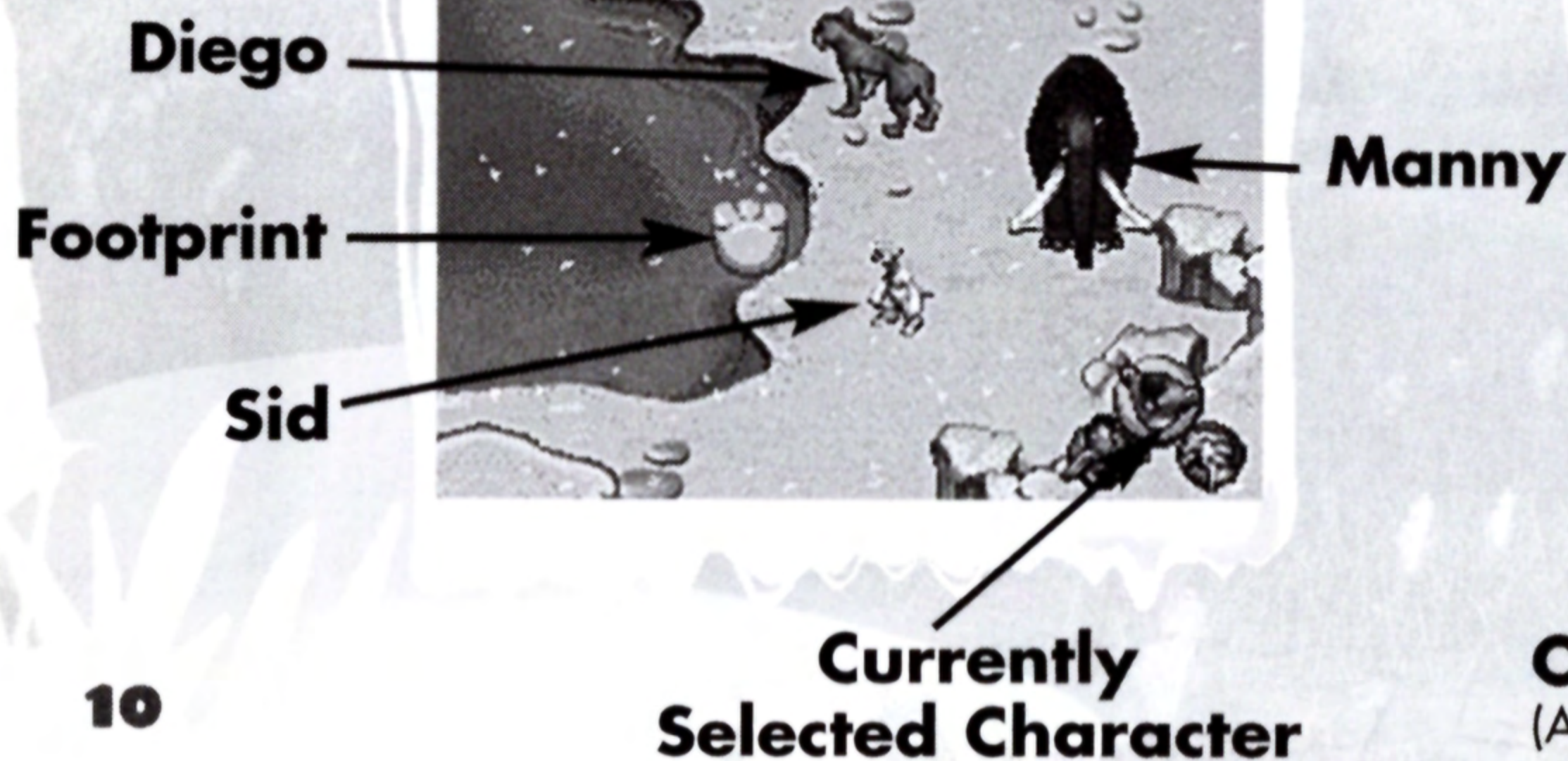
**Instructive Icons**





# PUZZLE/ADVENTURE

After successfully completing a Scrat Rush level, players enter one of several Puzzle/Adventure levels. Manny, Sid and Diego work together to get to the goal of the level. Each character has a separate path and puzzle elements, which are navigated using each of the character's unique abilities. If you lose your way, find the footprint markers to get back on track! Sid's footprints are red, Manny's are blue and Diego's are green. Players can switch the current character at any time by pressing the **L Button** or **R Button**. The current character is represented by a larger portrait in the HUD, while the character that will be accessed by the next **L Button** or **R Button** press is shown to either side.





# PLAYER MOVEMENT AND ACTION

## MOVEMENT

Sid, Manny and Diego's movements about the world are limited by certain terrain features

### SID

- Moves as normal but cannot enter dangerous terrain
- Automatically enters swimming mode when moved into water
- Moves over slippery terrain as normal
- Automatically activates pressure plates when standing on them or passing over them

### MANNY

- Moves as normal but cannot enter weak terrain
- Automatically enters floating mode when moved into water
- Slides on slippery terrain until he encounters an obstacle
- Automatically activates pressure plates when he stands on or passes over them

### DIEGO

- Moves as normal but cannot enter water
- Slides on slippery terrain until he encounters an obstacle
- Automatically activates pressure plates when he stands on or passes over them, unless he's dashing (see next page)





## **ACTION**

The function of the Action Button (**A Button**) depends on the character selected and his location on the map.

### **SID**

Climb – If facing a climbing wall, he jumps on and climbs up.

Burn – If facing a meltable object, he will light a fire and burn it.

### **MANNY**

Push – Manny will lower his head and enter into a pushing state. When he pushes into push blocks in this state, he can move them.

Toss – If next to Sid and on a toss hotspot, he will toss Sid over the gap.

### **DIEGO**

Claw – Makes a claw attack in the direction he is facing. If facing a breakable object or an enemy, the claw attack will destroy it.

Jump – If facing a gap on a hotspot, he jumps over the gap. If standing on specific hotspots, Diego can also jump onto Manny's back to get across water.

Dash – Diego can dash over pressure plates to avoid activating them. As long as he doesn't stop on a pressure plate, it will not activate - available at dash hotspots.



## PAUSE MENU

To access the pause menu, press **START**.

**Continue:** Resume gameplay.

**Sound Volume:** Adjust volume of sound FX.

**Music Volume:** Adjust volume of the music.

**Restart Level:** Restart player at the beginning of the level.

**Exit Level:** Exit to the level selection screen.



## BOSS BATTLES

To exit each of the five areas, you must do battle with a host of water-borne beasts. Use the **+Control Pad** to move the heroes through the water on their ice raft. Dispatch the boss's small minions with a powerful blast of water from Manny's trunk. But to take out the boss, you'll want to use Diego's sharp claws.

**Boss Health Meter**

**Player's Raft**



**Raft  
Hit Points**

**Enemy  
Boss**



## STRANDED ANIMALS MENU

Along their journey, players will find stranded animals scattered about the maps. There are a total of 80 stranded animals to find and rescue throughout the game. To rescue a stranded animal, simply touch or walk into them on the adventure maps. Some stranded animals are easy to spot, while others will require a little more puzzle solving to reach.

Once a stranded animal is rescued, it is added to the player's Stranded Animal Book, accessible by pressing **SELECT**. Here, a picture of each animal appears along with its name and a biographical sketch.





# CREDITS

A very special thanks to all of the wonderfully talented and brilliantly creative individuals at Blue Sky Studios for their guidance, support and continued inspiration. We could not have done it without you.

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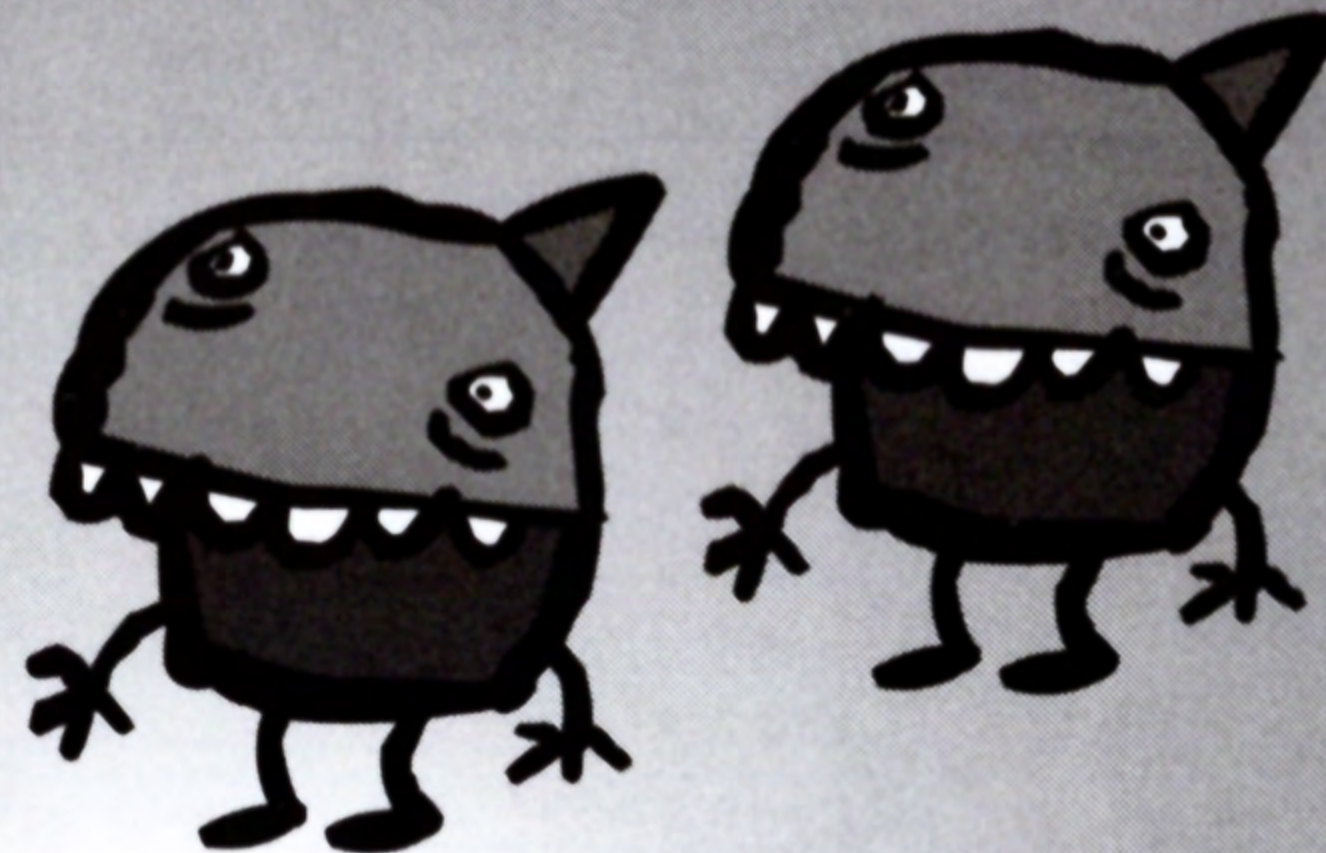
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